***One Hoof at a time***

This paper proposes an educational 3D visual and interactive simulation focused on wild animals, their population dynamics, and their ability to survive predators and environmental changes. The goal of this project is to spark curiosity in young learners by providing an engaging and visually stimulating experience that captures and maintains their attention.

At its core, the simulation centers around deer as the main characters evolving and adapting to their surroundings and the environment as a dynamic system composed of predators (such as wolves), food sources, water availability, and climate factors.

The project will be developed using the Unity game engine and programmed in C#, with 3D models created in Blender.